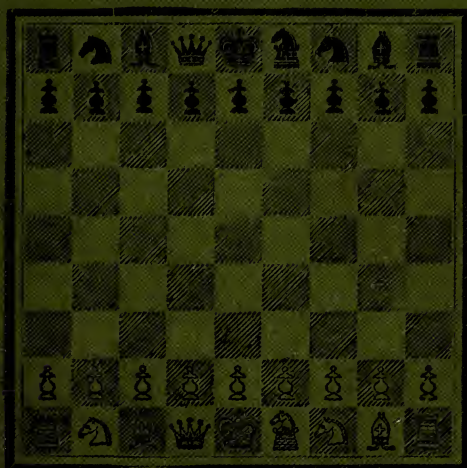


CHANCELLOR CHESS

— OR —

THE NEW GAME OF CHESS.

BLACK.



WHITE.

New Board with Men in Position.

BY

BEN. R. FOSTER, A. M.,
ST. LOUIS, MO.

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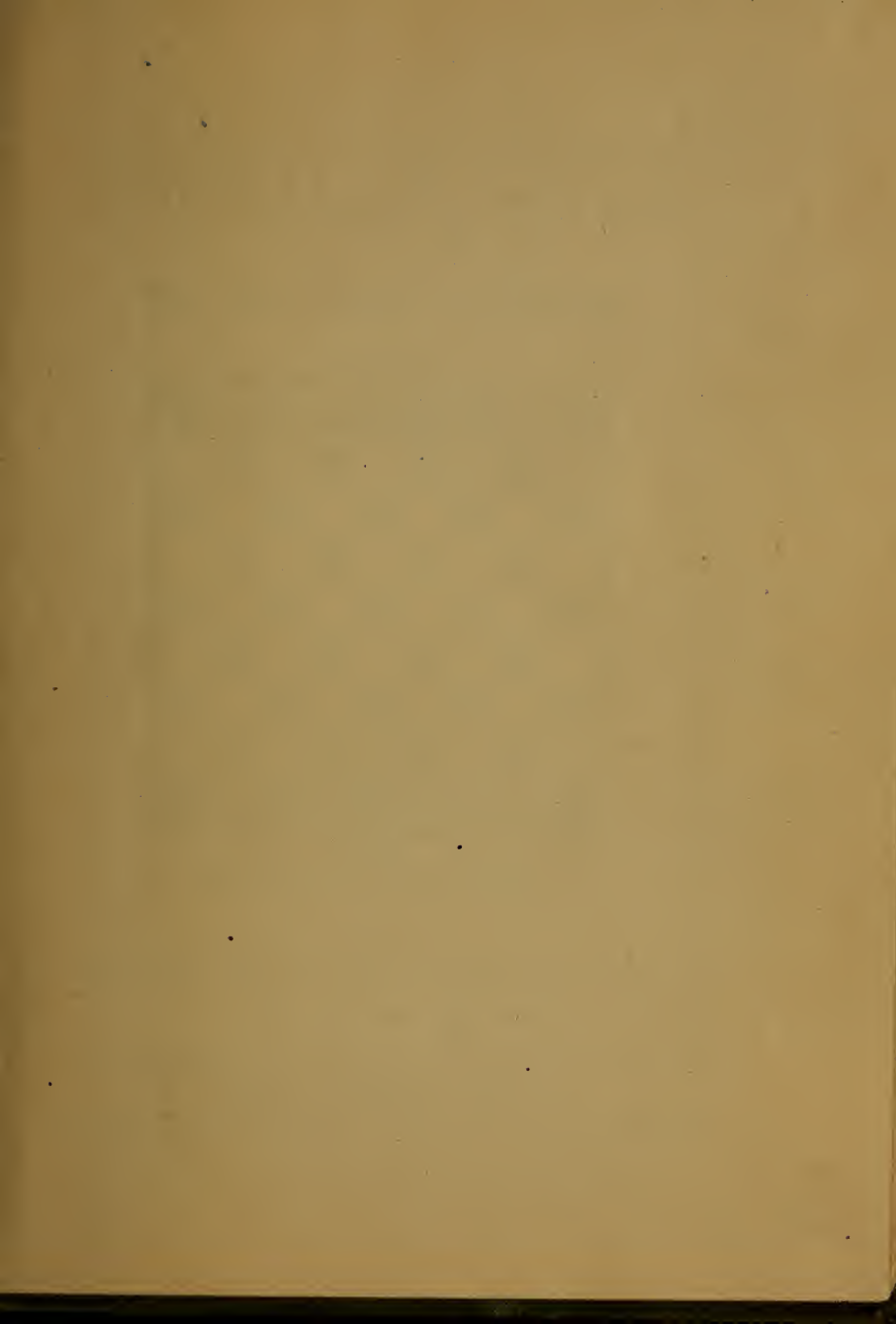
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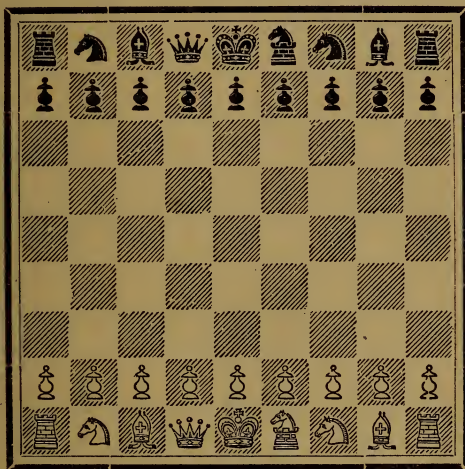


CHANCELLOR CHESS

— OR —

The New Game of Chess.

BLACK.



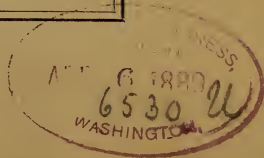
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DEDICATED

TO ALL

Liberal-Minded Chess Players

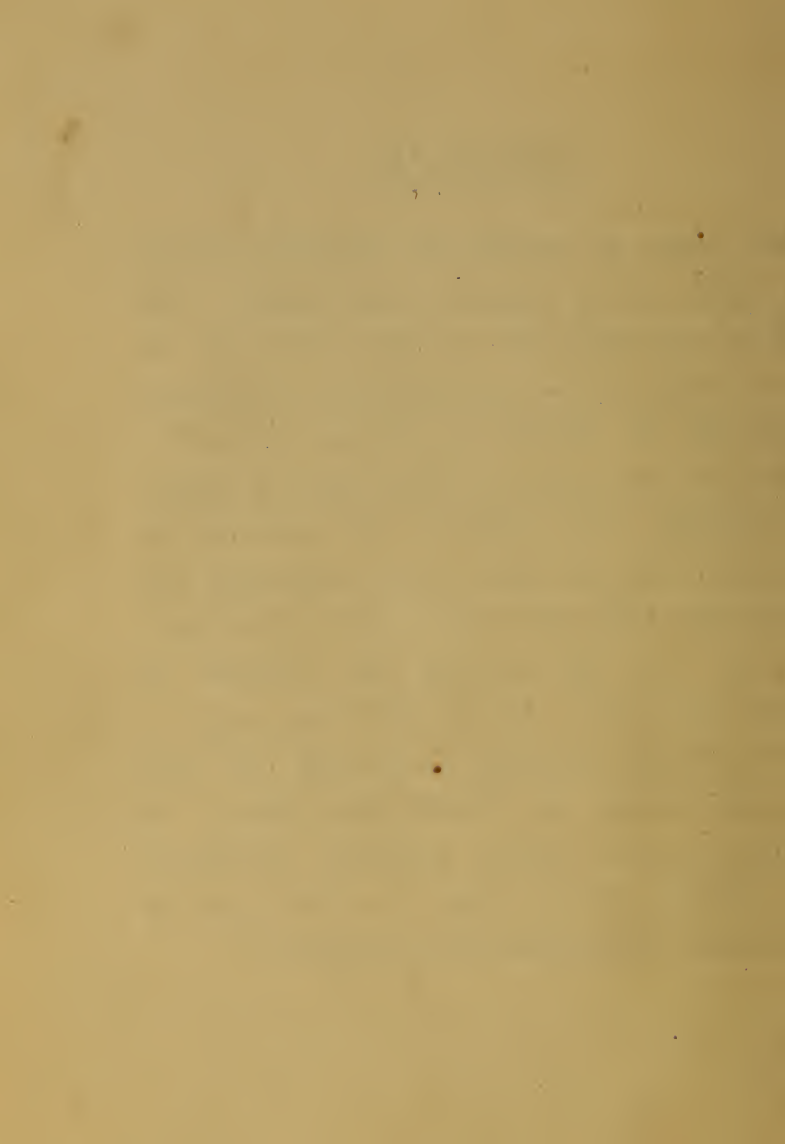
Throughout the World

—BY—

THE AUTHOR.

PREFACE.

We make no apology for appearing before the public in the capacity of an author. We believe and know that we are advancing the cause of chess in the introduction of a new piece, which we are pleased to call the Chancellor, and in the enlargement of the board to eighty-one squares. Very many at first ridiculed the innovation, but as soon as they examined into the merits of the Chancellor and his new board, they at once, like sensible folk, became his warm supporters. In the following pages we will try to give as briefly as possible our ideas on the subject of "Chancellor Chess," its history, games, ending positions, problems, etc., hoping that we may do a little good for "the game of kings and king of games."



CHANCELLOR CHESS.

HISTORY.

As every chess player well knows, chess is as old as India, having originated in that distant land before the hanging gardens of Babylon were designed or the towers of Persepolis erected. At first pieces in the shape of animals, but afterwards changed to the modern figures were used, some of them had different movements from those at the present time, and boards of various shapes and sizes were adopted. The game was played under varying laws until the modern game resulted, considered by the majority of chess players as its best development. But some thinking spirits weary of the old and monotonous debuts and not believing that the game has reached perfection, have originated a new piece called the Chancellor, which shall have the moves of the rook and knight and increased the chess board to eighty-one squares, nine on a side, for the purpose of giving his majesty more room for exercising his power.

There are four instances where the Chancellor under different names was used on different boards.

Carrera in 1617 inserted two new pieces, a Campione, having the moves of rook and knight, to be placed between the king's rook and king's knight and a centaur, combining the moves of bishop and knight placed between the queen's rook and queen's knight on a board 10x8 squares.

The Duke of Rutland in 1747 used a board 10x14 squares and introduced two new pieces, a Concubine, possessing the power of rook and knight and a crowned rook with the moves of king and rook.

L. Tressan, of Leipsic, in 1840 played on a board 11x11 with three additional pieces, an adjutant moving as bishop and knight combined, a general with the move of the queen and knight united, and a Marshal having the moves of rook and knight.

And several years ago Mr. H. E. Bird, the veteran chess master, suggested a board 10x8 and two new pieces, a Guard (R and Kt) and equerry (B. and Kt., the former placed by the side of the queen and the latter by the side of the king, all other pieces remaining in the same positions.

The Campione, the Concubine, the Marshal and the Guard were old names for the Chancellor.

Our Claims to Originality.

In view of the above remarks, the wiseacres tell us that the idea of the Chancellor is as old as the hills. Well, what is not old? The ancient sage says, "There is nothing new under the sun." Steam was old, gravity was old, electricity was old, and printing was old when Watt, and Newton, and Morse, and Gutenberg applied them respectively for the benefit of mankind. One can easily conceal his weakness and ignorance under the cover of "History tells us," and attempt to chuckle at and condemn any innovation.

that will improve the world. Such a person is not productive of good, and is only a worthless appendage to society. But the man who has the courage, and ingenuity, and originality to combine old ideas and put them into a tangible form which can be utilized; he is the one who gains reputation and ameliorates mankind.

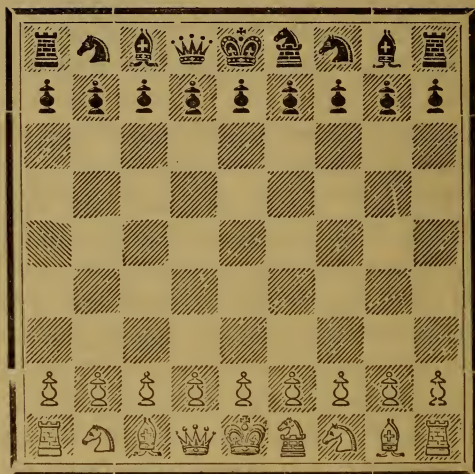
In presenting, therefore, this seemingly ugly but very powerful chess piece before the public, we do not claim that the idea is new, but hold that it does not matter who first thought of it, which had probably been in the minds of chess players ever since the incipency of the game. The construction of the piece, the putting of it into type, the making use of it in problems, the playing of games with it, and the enlargement of the chess-board to eighty-one squares — each and every one is a claim that entitles us to being the inventor of the Chancellor and Chancellor Chess.

The New Game Described.

The following article together with the problem first appeared in the St. Louis *Globe-Democrat*, February 12, 1887, and at that time created quite a stir in the chess world. We give it in full, accompanied by the comments of the leading newspapers, chess magazines and chess players. The new game of chess is clearly described therein and needs no supplementary remarks of ours:

POSITION OF MEN.

Black.



White.

(Eighty-one squares.)

In view of the recent and thorough analyses of the openings in chess, we propose that the chess-board be changed to nine squares on a side, and that a pawn and a piece, called the chancellor, having the power of the rook or the knight, be added to the game.

The board will then have a black square in each corner, and will always be in position for play. The arrangement of the white pieces at the beginning of the game will be in the following order, namely: R,

Kt, B, Q, K, C, Kt, B, R, with a pawn in front of each. The R's will be on black squares; the Kt's and B's on opposite colored squares, the Q B being next to the Q, and the K. Kt next to the C; the Q and C will be on either side of the K, which will be on a black square and be equally removed from the rooks. The black pieces will be directly opposite the white. The chancellor, so called because that magistrate is next to the king in power and importance, can jump like a knight and move like a rook. The same rules will apply to the new game that have been used to govern the old. Castling will be done exactly alike with either rook, the K's rook, however, castling like the Q's rook. The pawns when moved up two squares on either side, will have a rank of squares intervening.

In the new game every player, for a while, will be put on his own resources, and an endless variety of pleasure will be found in discovering the safe lines of play. Of course the present masters will frown it down, because they can not afford to throw aside all their investigations and call them lost — only apparently lost, however, for their labors have led to this innovation. But there is no doubt that the addition of the chancellor gives symmetry and perfection to the game. The queen has the power of a bishop and a rook, and another piece having the power of a knight and a rook was needed to equalize the force on the king's side, and we have, therefore, at the suggestion of a friend introduced it with the hope that it may be speedily and universally adopted.

And what a glorious field will be opened to problemists! Many a problem theme has had to be necessarily abandoned on account of the narrow limits of the board and on account of its lacking originality. With a new and powerful piece and a larger board, what grand, original combinations will result! We asked Mr. A. H. Robbins, our St. Louis problemist, to construct a problem and use the chancellor. He has done so. We give it in to-day's issue. Those who desire to examine the position should invert a rook and use it for the new piece.

Various forms for the chancellor have been suggested. It may be made to have a rook for the base, and a knight for the top, and the queen changed into a rook crowned with a bishop. Supposing the Q to remain the same, the C could be made similar to it, but have a projection on top.

Some say that the old game is sufficient for the ordinary player. We answer that the same argument can be applied to the harpsichord by those who object to the piano-forte of to-day.

The objection that it will take a longer time to play the game because thirty-six men are used instead of thirty-two, will not stand; for when the queens are exchanged in the early part of the present game, it is prolonged *ad infinitum* and becomes dull and uninteresting, whereas, if they are retained, it is more lively and usually shorter. Add, therefore, another piece of great power, and still shorter and more sprightly games will be the consequence.

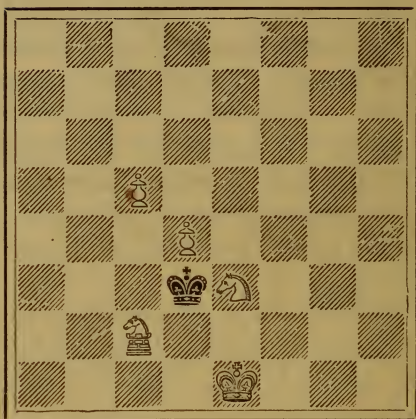
Now, dear chess friends, do not be too prejudiced against this innovation, and condemn it because it is new without examining into its advantages, which we have set forth. Think how much more beautiful and symmetrical and scientific the royal game will appear, how many more mating positions and ingenious problems will be formed, and how infinite will be the combinations. We propose to publish a game of the new kind and show to our readers what we can do with the new piece. Whether or not the fossil chess players will adopt it does not matter, undoubtedly the problem students will at once make use of it; and we predict that ere long every problemist of note will be adding to his list of productions problems having the chancellor.

It is our intention to start a tourney in which the chancellor will have to be used in the construction of all problems entered in it. The full conditions will be shortly announced.

Chess players, composers and solvers interested in our new ideas are requested to communicate with us and make any suggestions they may think proper. Let us have the subject discussed pro and con.

Problem by A. H. Robbins.

Black—one piece.



White—five pieces.

White to play and mate in three moves.

The above problem contains a new piece, the chancellor, having the move and power of a rook or a knight. The opinions of all chess players on this innovation are requested. The artistic and beautiful solution will appear in two weeks, and we count on receiving very many answers and criticisms, both adverse and favorable.

SOLUTION.

1. C B 4 K K 5
2. Kt Q 5 K takes Kt
3. C Q 6 mate
2. ———— K B 4
- 3, C K 5 mate
2. ———— K B 6
1. C K 3 mate
2. ———— K Q 6
3. C Q 2 mate

Chancellor Problem Tourney.

In accordance with the proposition in the above article to hold a chancellor tourney, the following announcement was made:

In order to develop the beauties and powers of the new piece, we inaugurate a problem tourney for two and three-movers, the entries to close September 1, 1887. The conditions are that the chancellor (a piece having the moves of rook or knight) shall be used, and any composer shall enter, under a motto, either a two-move or a three-move problem, or both, composed on a sixty-four or eighty-one square board and accompanied by solutions.

Four prizes are offered, two for the best two-movers and two for the best three-movers. The first prize for the three-movers will be the *International Chess Magazine*, Volume I; the second prize the *British Chess Magazine*, Volume VI; the first prize for the

two-movers will be the *London Chess Monthly*, Volume VII; the second prize the *Brooklyn Chess Chronicle*, Volume IV. Mr. A. H. Robbins, the well-known St. Louis problemist, will act as judge. It is probable that the entered problems will be put in book form, and we trust every problemist in the world will compete, more for the honor and novelty than for the intrinsic value of the prizes. At the same time a solvers' tourney will be held. The solver sending in the highest number of solutions will receive the first prize, Dr. S. Gold's "Book of Two Hundred Problems;" the one sending in the next highest, the second prize, Thomas D. S. Moore's "One Hundred Chess Gems," three weeks' time being granted for solutions.

Solution Tourney.

The solution tourney held in conjunction with the problem tourney was lively and interesting. No fewer than thirty-one chess players competed for the honors. Some, failing in their first attempt, dropped out; others continued till they failed on one problem, and then quit competing; the rest remained to the end, eight of whom made clean scores, and consequently tied for the prizes. The successful competitors are: Wilbur F. Boggs ("Nip"), Independence, Kan.; Herman Harris, Memphis, Tenn.; H. May. Sumner, Ill.; L. H. Jokisch, Centralia, Ill.; K. M. Ohman (Kay M.), Springfield, Ill.; James Tarbell, Upper Alton, Ill.; P. E. Bitz, St. Louis, Mo., and Martin Kelly, St. Louis, Mo.

As our prizes—two in number—will not go around, we have decided to draw lots, if agreeable to the prize winners, as to who shall get them. In this way all of them will receive first honors and two get prizes besides. In the presence of Mr. A. H. Robbins, judge of the problem tourney, the lots will be cast for prizes which are: First, Dr. S. Gold's "Book of Two Hundred Problems," and second, Thomas D. S. Moore's "One Hundred Chess Gems." The general verdict of the solvers is that they had a good time and were repaid for the time and labor spent in unraveling the mysteries of chancellor problems. Appended is a list of those who participated in the solution tourney, together with the points made by each:

| | |
|---|----|
| *Wilbur F. Boggs, "Nip," Independence, Kan..... | 25 |
| *Herman Harris, Memphis, Tenn..... | 25 |
| *H. May, Sumner, Ill..... | 25 |
| *L. H. Jokisch, Centralia, Ill..... | 25 |
| *K. M. Ohman (Kay M.), Springfield, Ill..... | 25 |
| *James Tarbell, Upper Alton, Ill..... | 25 |
| *P. E. Bitz, St. Louis. Mo..... | 25 |
| *Martin Kelly, St. Louis, Mo..... | 25 |
| A. Duffus, St. Louis, Mo..... | 24 |
| I. M. Bunce, Macon, Mo..... | 24 |
| J. E. Stockett, St. Louis, Mo..... | 24 |
| Dr. Will O. Campbell, St. Louis, Mo..... | 18 |
| W. J. Ferris, New Castle, Del..... | 17 |
| Henry W. Kurth, Centralia, Ill..... | 16 |
| A. H. Godby ("Green Hand"), St. Louis, Mo..... | 15 |
| Ed L. Kingsbury, Arkansas City, Kan..... | 12 |
| J. M. Harvey, Decatur, Ill..... | 12 |

| | |
|--|----|
| H. E. Wanderer, St. Louis, Mo..... | 12 |
| S. H. Butler, Fall River, Kan..... | 10 |
| H. C. Perry, Galena, Kan..... | 10 |
| Henry W. Englisch, Jacksonville, Ill,..... | 9 |
| T. W. Henry, Sanford, Fla..... | 8 |
| A. W. Biltz, St. Louis, Mo..... | 7 |
| F. S. Roberts, St. Louis, Mo..... | 6 |
| Walter H. Brown, St. Louis, Mo..... | 5 |
| G. W. Decker, Newport, Ark..... | 5 |
| R. Koerper, St. Louis, Mo..... | 5 |

*Tied for first.

The others solved only one or two problems and then withdrew.

The Judge's Report.

To the Chess Editor of the *Globe-Democrat*:

ST. LOUIS, April 30, 1888.—DEAR SIR: I have examined the Chancellor problems published in your tourney just closed. I herewith submit my report on their relative merits:

Among the two movers I find a goodly number of excellent and very worthy problems. I enumerate in the order of their merit, as follows: Nos. 3, 4, 25, 1, 20, 13, 5, 8, 2, 7, 16.

No. 3 — "Who are You" — is the bright particular star of this constellation, embodying in its construction the power and beauty of the new piece to a wonderful degree. I have no hesitancy in placing it first.

No. 4—"A Circus"—is another excellent problem, which I place second. The others, as given above, are not far behind, and all are worthy problems.

The fatality among the three-movers, after passing through the solver's grist, was quite extensive, six only standing the test. I place the three-movers in the order of their merit, as follows: Nos 9, 10, 11, 6, 22 and 24. No. 9—"Vivat Cancellarius"—is a pure, clean cut little gem, with a point and dash quite captivating. No. 10—"The Centaur"—is a fine problem, with several pretty variations. The threatened mate in two somewhat detracts from its merit. I place it second. Several of the unsound 3'ers would have proven worthy competitors for prize honors.

Considering the fact that this is the first tourney ever attempted with a piece so new and little understood. I think your success is quite remarkable.*

The chancellor for problems has come to stay. It has true merit and its possibilities in the way of new themes for problem construction are immeasurable. Success to it. In conclusion, I desire to thank the composers and solvers for their kind assistance in the first chancellor problem tourney of the world.

Yours truly, A. H. ROBBINS.

The Award.

From the foregoing report we find that the fortunate in the two-move section are: John Keeble, of Norwich, England, first prize, *London Chess Monthly*, Volume VII, under motto "Who Are You?" Eugene

Woodward, South Granville, N. Y., second prize, *Brooklyn Chess Chronicle*, Volume IV, under motto "A Circus;" and in the three-move section: L. H. Jokisch, of Centralia, Ill., first prize. *International Chess Magazine*, Volume I. under motto "Vivat Cancellarius;" C. Planck, of London, England, second prize. *British Chess Magazine*, Volume VI, under motto "The Centaur." The reward remained open for one month, and there being no objection to it, it was confirmed and the prizes delivered to the prize bearers.

Annexed are the names of the participants :

| | | | | |
|-----|--------------------|------------------------|--------|---------------|
| 1. | William L. Ferris | New York City..... | 2 m's. | |
| 2. | W. A. Shinkman | Grand Rapids, Mich. | 2 m's. | |
| 3. | John Keeble.... | Norwich, England... | 2 m's. | 1st prize. |
| 4. | Eug. Woodward. | South Granville, N.Y. | 2 m's. | 2nd prize. |
| 5. | K. M. Ohman.... | Springfield, Ill..... | 2 m's. | |
| 6. | K. M. Ohman.... | Springfield, Ill..... | 3 m's. | |
| 7. | H. Hosey Davis.. | Bristol, England..... | 2 m's. | |
| 8. | L. H. Jokisch.... | Centralia, Ill | 2 m's. | |
| 9. | L. H. Jokisch.... | Centralia, Ill | 3 m's. | 1st prize. |
| 10. | C. Planck.. | London, England.... | 3 m's. | 2nd prize. |
| 11. | S. M. Joseph | Nashville, Tenn | 3 m's. | |
| 12. | Greg E. Bartram. | Sumner, Ill..... | 2 m's. | |
| 13. | Rev. J. Jespersen | Svendborg, Denmark | 2 m's. | |
| 14. | Rev. J. Jespersen | Svendborg, Denmark | 3 m's. | Impossible. |
| 15. | Isaac H. Trabue. | Trabue, Fla | 2 m's. | Uns'd, 2 sol. |
| 16. | E. Clerfeuille.... | Orleans, France | 2 m's. | |
| 17. | E. Clerfeuille.... | Orleans, France | 3 m's. | Impossible. |
| 18. | H. C. Perry..... | Galena, Kan..... | 2 m's. | |
| 19. | H. C. Perry..... | Galena, Kan..... | 3 m's. | Uns'd, 2 sol. |
| 20. | W. E. Perry..... | Yarmouth, N. H..... | 2 m's. | |
| 21. | F. B. Phelps.... | Sandwich, Ill..... | 2 m's. | |
| 22. | F. B. Phelps.... | Sandwich, Ill..... | 3 m's. | |
| 23. | James Tarbell... | Upper Alton, Ill. | 2 m's. | |
| 24. | James Tarbell... | Upper Alton, Ill. | 3 m's. | |
| 25. | Otto Meisling.... | Copenhagen, Denmark | 2 m's. | |
| 26. | Arthur P. Silvera | Oracabessa, Jamaica | 2 m's. | |
| 27. | W. A. Shinkman. | Grand Rapids, Mich. | 3 m's. | Uns'd, 2 sol. |

Comments.

K. M. Ohman, chess editor Springfield. Ill , *Mirror*, says :

“The problem is a masterpiece and will, I think, be considered so, even after the chancellor shall have become known and familiar to all. This new piece is equal, if not superior, to the queen and will add to the game endless complications and difficulties of which to me, it has more than enough.”

From Samuel Loyd, the prince of American problemists :

“I solved the chancellor problem in two winks. I think very well of the plan, so far as problems are concerned, and perhaps in the matter of giving odds, or an occasional novelty game, until the public becomes acquainted with the use and power of the piece. The new piece might be made to become popular, but it will be a gradual process.”

Max Judd, the chess champion of the West, gives vent to his feelings thusly :

“There is no need of the chancellor. The game as it is played is difficult enough for all ordinary people. If you are trying to get up a game for extraordinary minds, then, of course, I have nothing to say ; but, whilst innovating, why not add two chancellors instead of one or give the king the knight's move? I am not a problemist, so cannot speak for them, but if they all approve of the change, it will lead me to think that our problemists of the present day are not what they used to be, in short, are lacking in imaginative powers.”

The famous astronomer, Richard A. Proctor, writes:

“It seems obvious that the game with the chancellor would be more difficult, and probable that it would be finer than as at present played. There can be no reason why the new game should not be introduced as a new game. If it has qualities, such as it seems to possess, it will, in the course of time, attract the attention of players of genius and after a period of probation take its place as a game to be studied for its own sake.”

Poetical J. W. Miller, of the *Cincinnati Commercial Gazette*, frees himself as follows:

“Why gild pure gold or paint the lily? Chess has all desirable variety, beauty, complexity and difficulty. To alter its forces would be to disturb a world-wide pastime and sweep away existing chess literature. We are surprised to find the proposition advanced seriously.”

J. B. Redwine, the chess editor of the *Sunny South*, and a lawyer by profession, remarks:

“We have no sympathy with it. The game of chess is the game we love and will ever revere. We do not believe it is now sufficiently analyzed, and, in our opinion, never will be. Steinitz, the champion of the world cannot and does not grasp all the possibilities of the checkered field. Incomparable Morphy, with all his genius, must have felt his utter inability to understand all of chess until we can do (and that will never be), let us be contented with old-fashioned chess.”

The London *Chess Monthly*, edited by Dr. Zukertort, conjointly with Hoffer, after printing our entire dissertation on the new game, adds :

“Mr. Foster’s chancellor board, with its eighty-one squares, may lead to a *very interesting game*, but it can hardly have much in common with chess. After the pawns advance on either side two squares, a free row of squares separates them still. How shall they get into fighting? How about the *en passant* capture? Mr. Foster has re-invented a new game but omitted to give its rules and his problem composer adopted his new piece but constructed his composition on our old board of sixty-four squares.”

We close these criticisms by publishing the following taken from the St. Paul *Pioneer-Press*, of which the brilliant Emmet Hamilton is chess editor :

“It is early yet to prophesy the result of this daring innovation, but it is safe to say, however, that if it is adopted, it will revolutionize chess. This very fact will serve to provoke sharp criticism and arouse the intense hostility of the old school, who will fight anything that threatens to destroy cherished illusions. On the other hand, it will receive the support and plaudits of all restless and innovating spirits. Even if it is shown to possess singular merit and beauty, the innovation will excite a bitter feeling among the vast majority composed of the old masters, as well as the younger, yet wedded, neophytes of the present form. They will be ready to crucify the author of so daring and radical a change. Success, singular as it may seem, will here entail upon the author a heavier penalty than failure.”

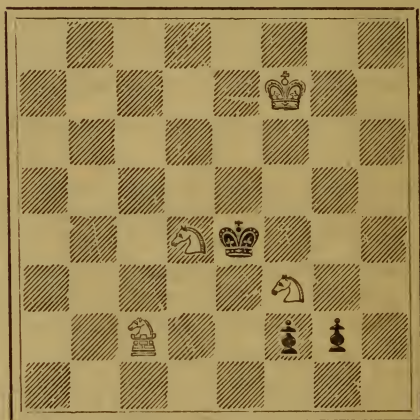
TOURNEY PROBLEMS.

PROBLEM No. 1.

MOTTO: "VIVE LE CHANCELIER."

By WM. L. FERRIS, New York City.

Black, three pieces.



White, four pieces.

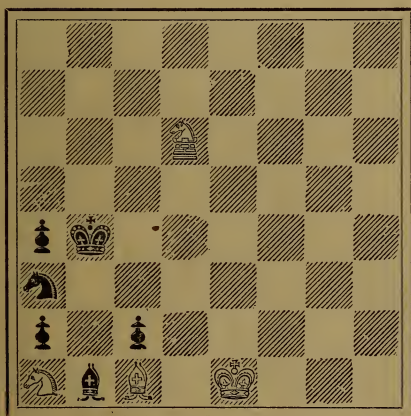
White to play and mate in two moves.

PROBLEM No. 2.

MOTTO : “UPWARD AND ONWARD.”

By WM. A. SHINKMAN, Grand Rapids, Mich.

Black, six pieces.



White, four pieces.

White to play and mate in two moves.

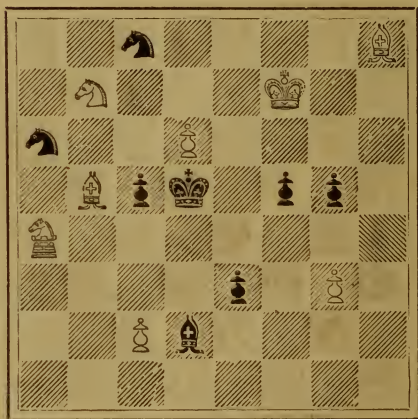
PROBLEM No. 3.

(First Prize Two-Move Problem.)

MOTTO: "WHO ARE YOU?"

By JOHN KEEBLE, Norwich, England.

Black, eight pieces.



White, eight pieces.

White to play and mate in two moves.

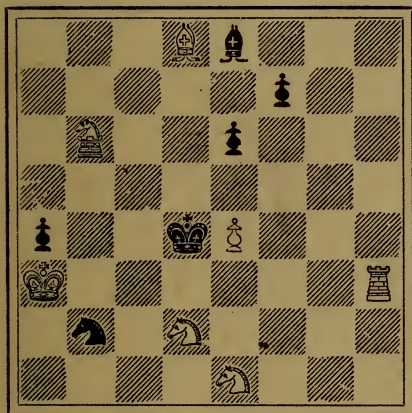
PROBLEM No. 4.

(Second Prize Two-move Problem.)

MOTTO: "A CIRCUS."

By EUGENE WOODWARD, So. Granville, N. Y.

Black, six pieces.



White, seven pieces.

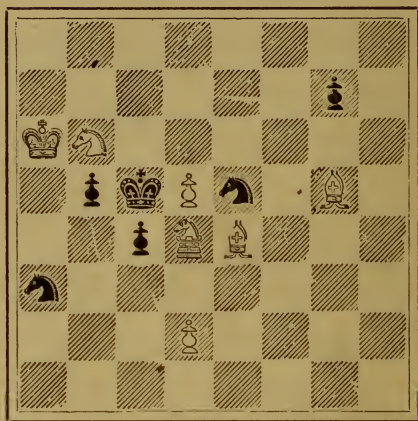
White to play and mate in two moves.

PROBLEM No. 5.

MOTTO: "ME TOO."

By K. M. OHMAN, Springfield, Ill.

Black, six pieces.



White, seven pieces.

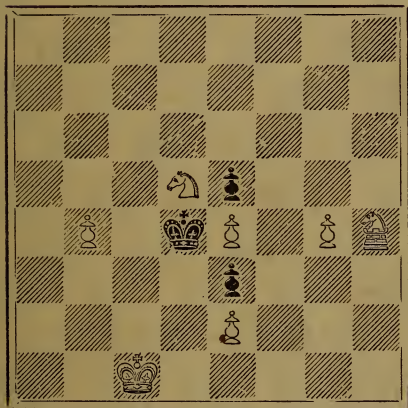
White to play and mate in two moves.

PROBLEM No. 6.

MOTTO: "JUST FOR FUN."

By K. M. OHMAN, Springfield, Ill.

Black, three pieces.



White, seven pieces.

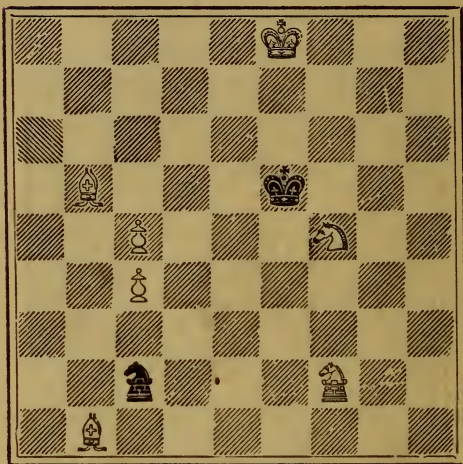
White to play and mate in three moves.

PROBLEM No. 7.

MOTTO: "SO MOTE IT BE."

By H. HOSEY DAVIS, Bristol, England.

Black, two pieces.



White, seven pieces.

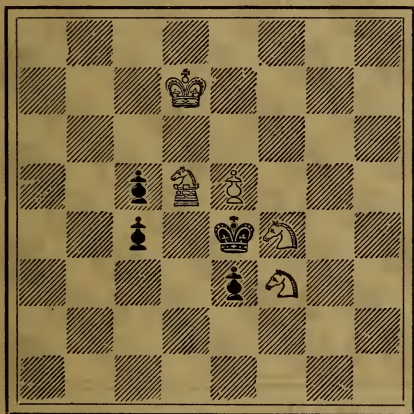
White to play and mate in two moves.

PROBLEM No. 8.

MOTTO: "VIVAT CANCELLARIUS."

By L. H. JOKISCH, Centralia, Ill.

Black, four pieces.



White, five pieces.

White to play and mate in two moves.

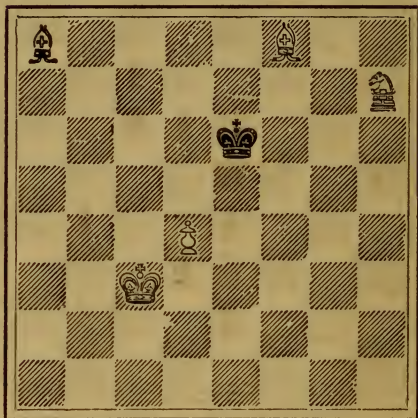
PROBLEM No. 9.

(First Prize Three-move Problem.)

MOTTO: "VIVAT CANCELLARIUS."

By L. H. JOKISCH, Centralia, Ill.

Black, one piece.



White, five pieces.

White to play and mate in three moves.

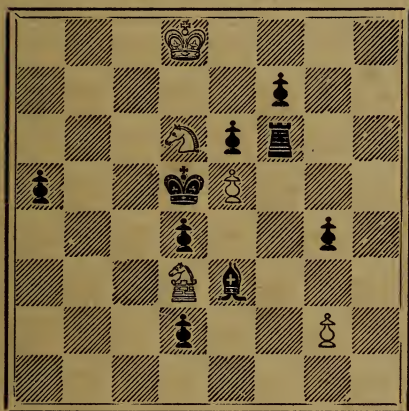
PROBLEM No. 10.

(Second Prize Three-Move Problem.)

MOTTO: "THE CENTAUR."

By C. PLANCK, London, England.

Black, nine pieces.



White, five pieces.

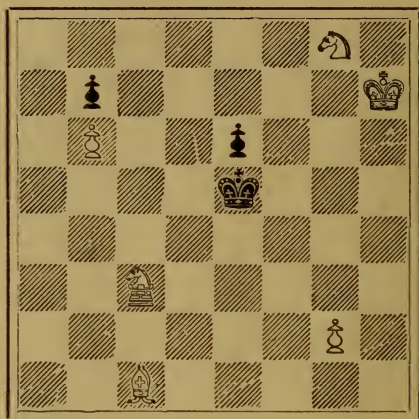
White to play and mate in three moves.

PROBLEM No. 11.

MOTTO: "BEN TROVATO."

By S. M. JOSEPH, Nashville, Tenn.

Black, three pieces.



White, six pieces.

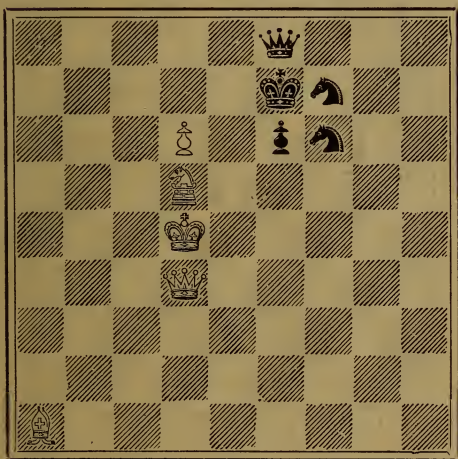
White to play and mate in three moves.

PROBLEM No. 12.

MOTTO: "UP WITH THE TIMES."

By GREG E. BARTRAM, Sumner, Ill.

Black, five pieces.



White, five pieces.

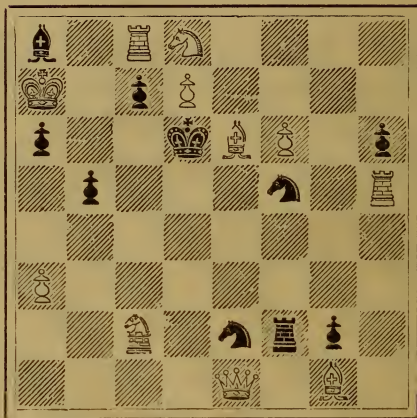
White to play and mate in two moves.

PROBLEM No. 13.

MOTTO : “LICET SPERARE.”

By REV. J. JESPERSEN, Svendborg, Denmark.

Black, ten pieces.



White, eleven pieces.

White to play and mate in two moves.

The author added a white pawn on Q 7 after the award was made.

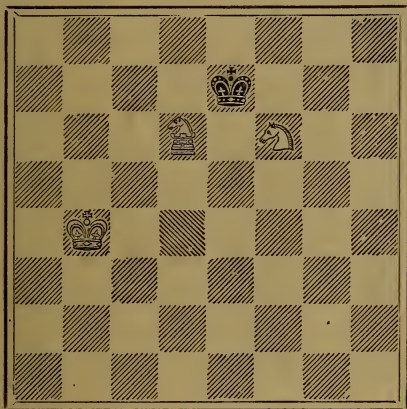
PROBLEM No. 15.

(Corrected.)

MOTTO: “JUST IN TIME.”

By ISAAC H. TRABUE, Trabue, Fla.

Black, one piece.



White, three pieces.

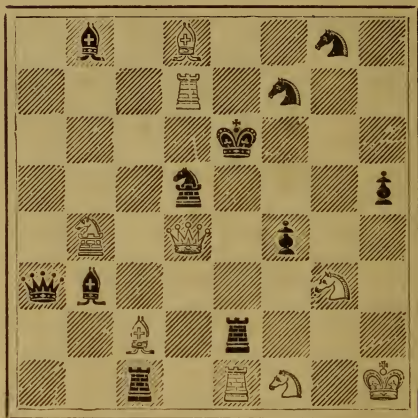
White to play and mate in two moves.

PROBLEM No. 16.

MOTTO: "THE END CROWNS THE WORK."

By E. CLERFEUILLE, Orleans, France.

Black, eleven pieces.



White, nine pieces.

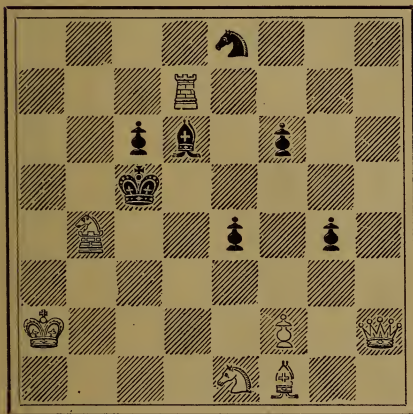
White to play and mate in two moves.

PROBLEM No. 18.

MOTTO “MUTATIS MUTANDIS.”

By H. C. PERRY, Galena, Kan.

Black, seven pieces.



White, seven pieces.

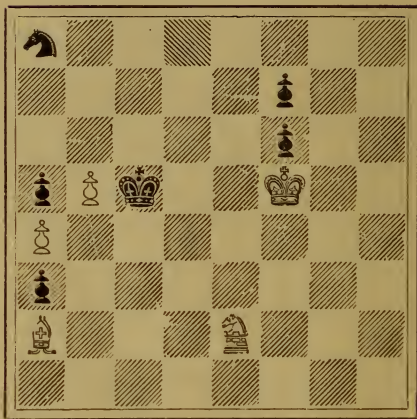
White to play and mate in two moves.

PROBLEM No. 20.

MOTTO : “ CHANCELLOR.”

By W. E. PERRY, Yarmouth, N. H.

Black, six pieces.



White, five pieces.

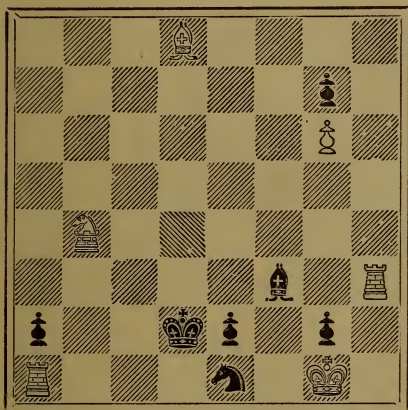
White to play and mate in two moves.

PROBLEM No. 21.

MOTTO : “ROME WASN’T BUILT IN A DAY.”

By F. B. PHELPS, Sandwich, Ill.

Black, seven pieces.



White, six pieces.

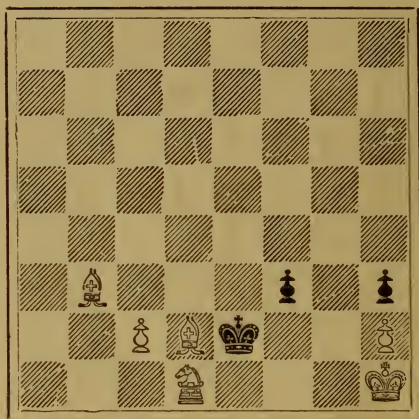
White to play and mate in two moves.

PROBLEM No. 22.

MOTTO: "ROME WASN'T BUILT IN A DAY."

By F. B. PHELPS, Sandwich, Ill.

Black, three pieces.



White, six pieces.

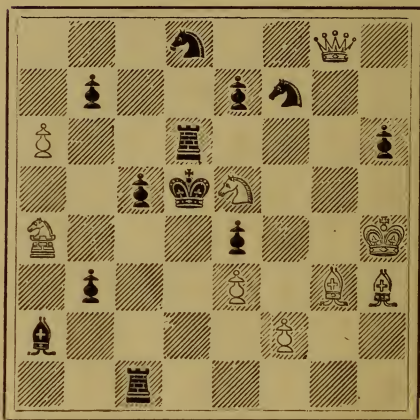
White to play and mate in three moves.

PROBLEM No. 24.

MOTTO: "NEW BROOM."

By JAMES TARBELL, Upper Alton, Ill.

Black, twelve pieces.



White, nine pieces.

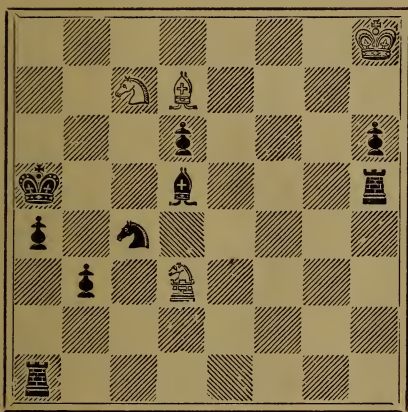
White to play and mate in three moves.

PROBLEM No. 25.

MOTTO: “PERICULUM IN MORA.”

By OTTO MEISLING, Copenhagen, Denmark.

Black, nine pieces.



White, four pieces.

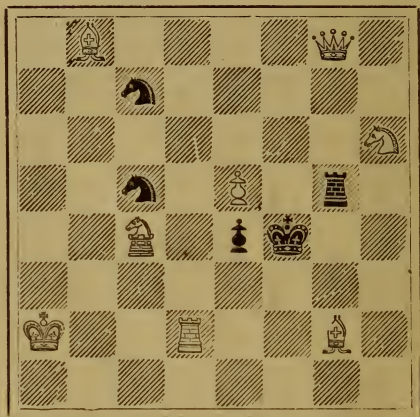
White to play and mate in two moves.

PROBLEM No. 26.

MOTTO : “ESTO PERPETUA CANCELLARIUS.”

By ARTHUR P. SILVERA, Oracabessa, Jamaica.

Black, five pieces.



White, eight pieces.

White to play and mate in two moves.

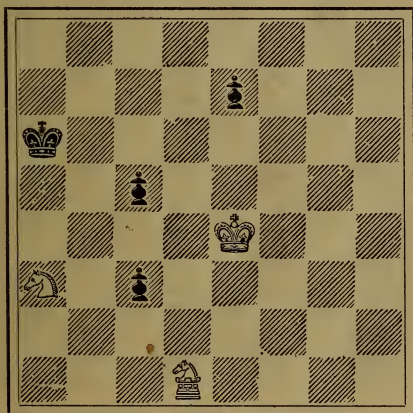
ADDITIONAL POSITIONS.

PROBLEM No. 1.

Inscribed to the entrants of the first Chancellor
Tourney of the World.

By ALEXANDER H. ROBBINS.

Black, four pieces.



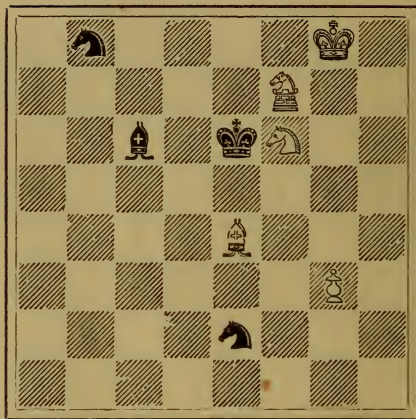
White, three pieces.

White to play and mate in three moves.

PROBLEM No. 2.

By THE AUTHOR.

Black, four pieces.



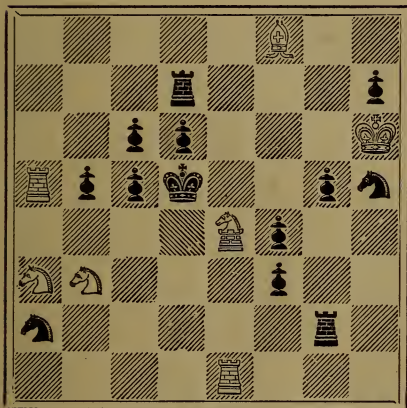
White, five pieces.

White to play and mate in three moves.

PROBLEM No. 3.

By SAMUEL LOYD, New York City.

Black, thirteen pieces.



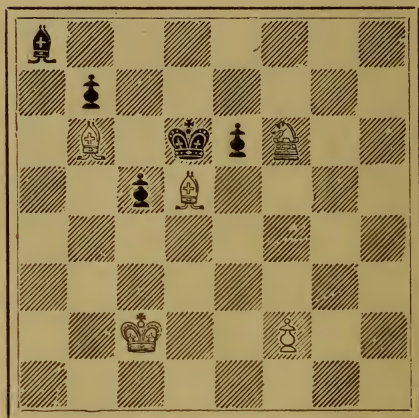
White, seven pieces.

White to play and mate in two moves.

PROBLEM No. 4.

By ALEXANDER H. ROBBINS.

Black, five pieces.



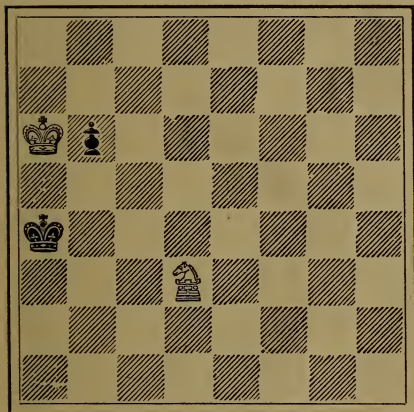
White, five pieces.

White to play and mate in three moves.

PROBLEM No. 5.

By WM. A. SHINKMAN.

Black, two pieces.



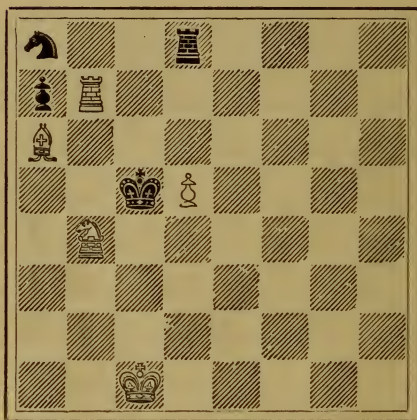
White, two pieces.

White to play and mate in four moves.

PROBLEM No. 6.

By BEN. S. WASH, St. Louis, Mo.

Black, four pieces.



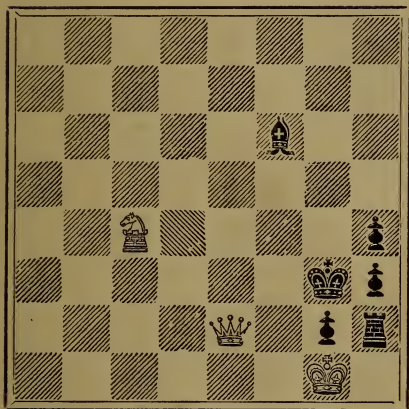
White, five pieces.

White to play and mate in three moves.

PROBLEM No. 7.

By WM. A. SHINKMAN, Grand Rapids, Mich.

Black, six pieces.



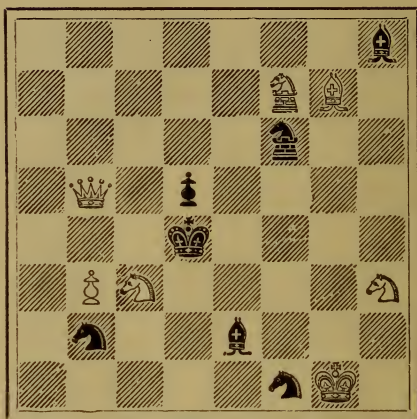
White, three pieces.

White to play and self-mate in three moves.

PROBLEM No. 8.

By ALEXANDER H. ROBBINS.

Black, seven pieces.



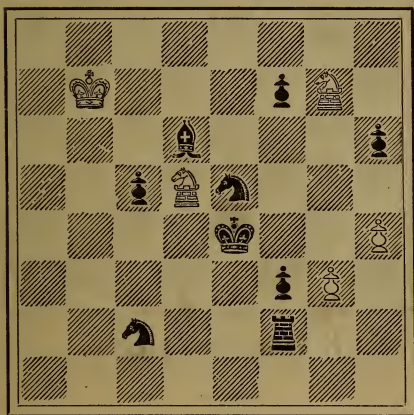
White, seven pieces.

White to play and mate in two moves.

PROBLEM No. 9.

By CHARLES H. WHEELER, Forest Hill, Ill.

Black, nine pieces.



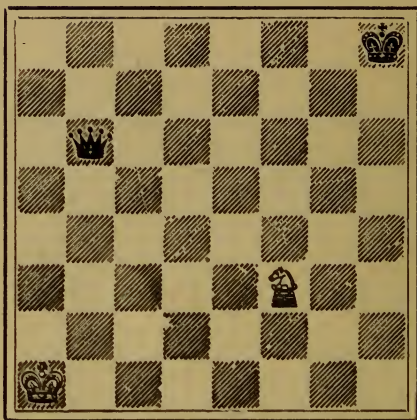
White, five pieces.

White to play and mate in two moves.

PROBLEM No. 10.

By ALEXANDER H. ROBBINS.

Black, two pieces.



White, two pieces.

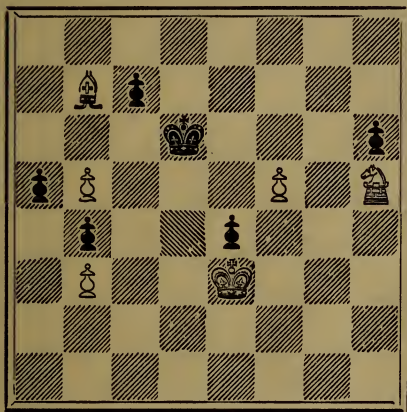
Either to play and win.

This ending position shows the powers of Queen
and Chancellor.

PROBLEM No. 11.

By WILBUR F. BOGGS, Independence, Kas.

Black, six pieces.



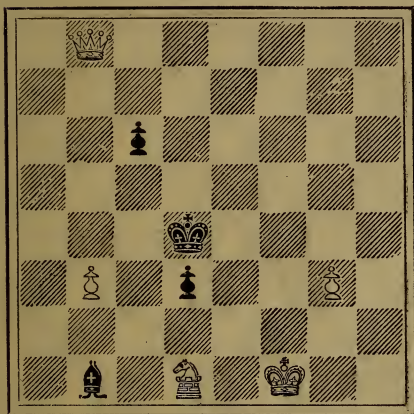
White, six pieces.

White to play and mate in three moves.

PROBLEM No. 13.

By ALEXANDER H. ROBBINS.

Black, four pieces.



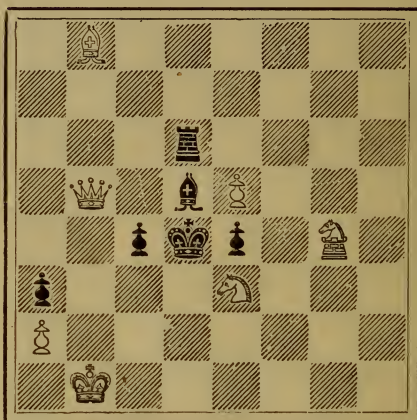
White, five pieces.

White to play and mate in two moves.

PROBLEM No. 14.

By ALEXANDER H. ROBBINS.

Black, six pieces.



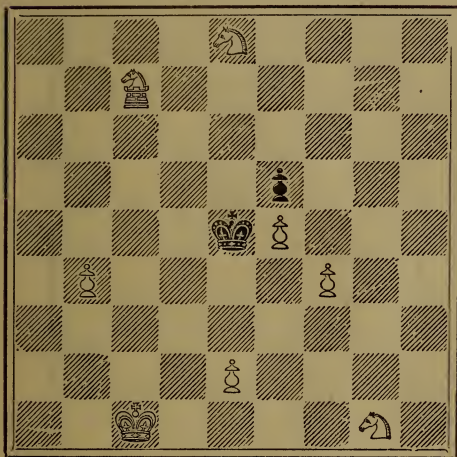
White, seven pieces.

White to play and mate in two moves.

PROBLEM No. 15.

By HUGO LEGLER, Evansville, Ind.

Black, two pieces.



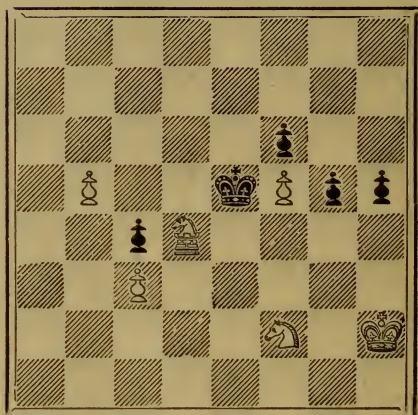
White, eight pieces.

White to play and mate in three moves.

PROBLEM No. 16.

By ALEXANDER H. ROBBINS.

Black, five pieces.



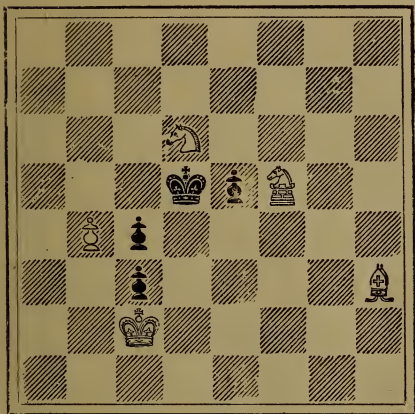
White, six pieces.

White to play and mate in three moves.

PROBLEM No. 17.

By ALEXANDER H. ROBBINS.

Black, four pieces.



White, five pieces.

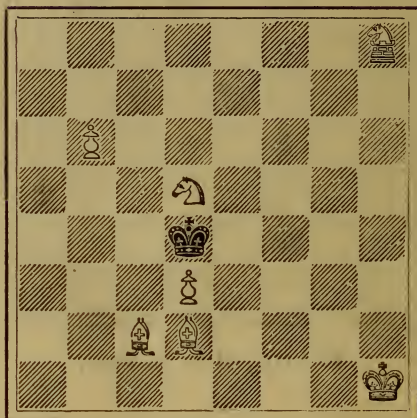
White to play and mate in three moves.

A masterpiece, and a fitting companion to the author's first production, given in the early portion of this book.

PROBLEM No. 18.

By F. B. PHELPS, Sandwich, Ill.

Black, one piece.



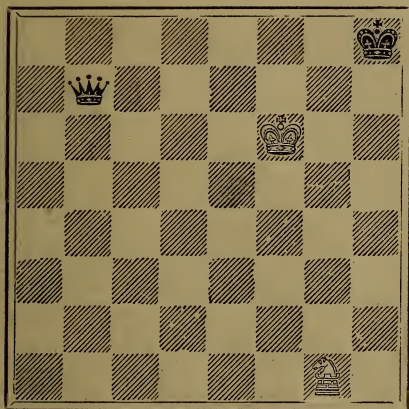
White, seven pieces.

White to play and mate in three moves.

PROBLEM No. 19.

By G. REICHHELM, of Philadelphia, Pa.

Black, two pieces.



White, two pieces.

White to play and mate in four moves.

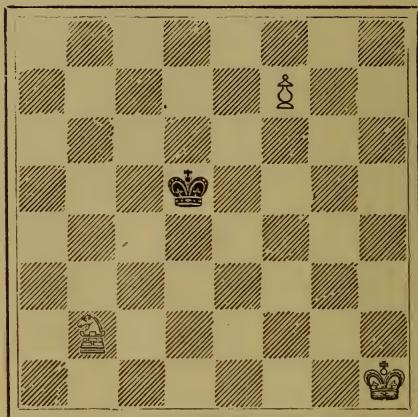
Vide composer's remarks at the conclusion of
this book.

PROBLEM No. 20.

Dedicated to A. H. ROBBINS.

By WM. A. SHINKMAN.

Black, one piece.



White, three pieces.

White to play and mate in three moves.

A grand composition, illustrating in a wonderful degree the power of two Chancellors.

GAMES.

The many fine problems that have been composed by the leading problemists of the day clearly establish the fact that, as far as problems are concerned, the Chancellor is destined to outlive the scorns and scowls of the present generation of critics. If any one should examine a good Chancellor problem, for example, problem No. 17 of additional positions and pronounce the new piece meritless for problems, his judgment must indeed be greatly warped. The same may be said of him should he fail to see the beauties and powers of the new piece as exemplified in the games found below, played by those who have taken some interest in the new game.

No new rules governing Chancellor Chess are needed. Castling however is effected on the king's side, in the same manner as on the queen's. Some have suggested a modification in castling by requiring the K to pass over two squares instead of one, but at present there is no necessity for this change. The notation is similar to the old and with a little attention can be easily grasped.

Quite a number of experts on the game have experimented with the Chancellor and pronounce it a brilliant piece, and we have no doubt that the new game of chess will be adopted, not as supplanting, but merely as supplementing the old.

The reader will bear in mind that the following games are played on a board with eighty-one squares, and although not entirely free from defective play, they will enable him to form some conception of what may be accomplished with the Chancellor on the new board.

GAME No. 1.

Played Dec. 7th, 1888, between A. H. Robbins and
C. Juehne, at the rooms of the St. Louis
Chess, Checker and Whist Club.

White.

A. H. ROBBINS.

1. P Q S 3 (*a*)
2. B S 2
3. P K 4
4. P C 4
5. P K S 3
6. B C 3
7. P Q 3
8. S K 2
9. B Q 4
10. C C 2
11. Castles (K R)
12. S x S
13. K B
14. C K B 3
15. S C 5

Black.

C. JUEHNE.

1. S K B 3
2. P K S 3
3. P Q S 3
4. S Q B 3
5. P Q 4
6. B K S 2
7. P C 4
8. B R 3
9. B S 2
10. S K 4
11. S x B
12. C Q 2
13. P K 3
14. Castles
15. Q K 2

16. S B 3
17. C R 3
18. B B 5
19. S B 6
20. S x B
21. B R 6
22. P C 5
23. P x P
24. Q B 5
25. R C 5
26. C x S
27. R x Q
28. S K 2
29. S C 4
30. S K 6
31. S K S 7 (ch)
32. P x B
33. P K R 4
34. R x R
35. K B 2
36. P x P
37. R K S
38. R S 2
39. K x R
40. C B 4
41. K C 3
42. K C 4
43. P K S 4

16. P Q B 4
17. K B
18. P S 4
19. P K R 3
20. Q x S
21. Q S 3
22. R K S
23. Q x P
24. S S 5
25. S x B
26. Q x Q
27. C K S 2
28. K R 2
29. P Q 5
30. B x P (b)
31. P x S
32. R K B
33. R B 4
34. S P x R
35. P x P
36. R Q
37. R Q 8 (ch)
38. R x R
39. K B 3 (c)
40. P K R 4
41. C S 5 (ch)
42. P K 4
43. P K 5 (ch)

| | | | |
|-----|------------|-----|-------------|
| 44. | K K 3 | 44. | P R 5 |
| 45. | C B 2 | 45. | K S 4 |
| 46. | P Q S 4 | 46. | P S 4 |
| 47. | P R 4 | 47. | P R 4 |
| 48. | P Q B 3 | 48. | K S 3 |
| 49. | K Q 3 | 49. | C S 4 |
| 50. | C B 5 (ch) | 50. | K C 3 |
| 51. | C C 5 | 51. | K K 4 |
| 52. | C C 2 | 52. | K Q 4 |
| 53. | C C 5 (ch) | 53. | K K 4 |
| 54. | C C 2 | 54. | C S 2 |
| 55. | C K B 2 | 55. | C Q 2 (ch) |
| 56. | K B 2 | 56. | C C 3 drawn |

NOTES.

(a) It appears so far from actual play that the development of the wings is stronger than that of the centre.

(b) Very well played and replied to.

(c) The fight is now between the Chancellors and well illustrates their powers.

GAME No. 2.

Contested Dec. 9th, 1888, between Ben R. Foster
and A. B. Hodges.

White.

Black.

BEN. R. FOSTER.

A. B. HODGES.

1. P K S 4
2. P K R 3
3. P K B 4

1. P Q 4
2. P K R 4
3. P K 3

4. S Q B 3
5. P K 3
6. P C 4
7. B C 3
8. S B 3
9. P K S 5
10. P x P
11. R B 1
12. C S 3
13. P Q S 3
14. B Q S 2
15. S K 4
16. S x P (a)
17. S R 5
18. B x S
19. C S 7
20. Q K 2
21. Castles
22. C x R P (b)
23. K S 1
24. K x B
25. K B 1
26. K B 2
27. Q B 4
28. K B 1
29. K B 2
30. Q x P
31. K B 3

4. P Q S 3
5. B S 2
6. P K B 4
7. P C 4
8. P Q B 4
9. P K B 5
10. P x P
11. S B 3
12. S Q 2
13. S C 3
14. S K B 4
15. P Q 5
16. S x S
17. B R 2
18. C x B
19. Q Q 4
20. Castles (Q R)
21. K R K 1
22. Q R 7 (ch)
23. B x P (ch)
24. Q x P (ch)
25. Q R 7 (ch)
26. P Q 6
27. Q R 8 (ch)
28. Q R 9 (ch)
29. P Q 7 (ch)
30. Q R 8 (ch)
31. R x Q (ch)

32. K x R
 33. K K 2
 34. K C 2
 35. P x R
 36. K S 3

32. Q x P (ch)
 33. C x P (ch)
 34. R x P (c)
 35. Q B 8 (ch)
 36. S C 5 mate

NOTES.

- (a) Overlooking the force of the C.
 (b) Bad because it gets the C out of play.
 (c) Played in fine style by Mr. Hodges.

GAME No. 3.

Played, Jan. 21st, 1889, between Ben. R. Foster
 and Hugo Legler.

White.

BEN R. FOSTER.

1. P K R 4
 2. B R 2
 3. S C 3
 4. P K B 4
 5. P K S 4
 6. C K B 2
 7. P Q 3
 8. S B 3
 9. B B 3
 10. B Q 2
 11. B R 4

Black.

HUGO LEGLER.

1. P K 4
 2. P Q 3
 3. P K R 4
 4. B R 2
 5. Q x R P (a)
 6. Q S 4
 7. C K 3
 8. B Q 2
 9. S Q B 3
 10. Castles (b)
 11. Q B 3

12. B x R
13. S S 5
14. S x R P
15. P K B 5
16. C C 3 (c)
17. P x Q
18. S K 4
19. B x B P
20. B K 3
21. P (C 3) x B
22. P x S
23. K Q 2
24. R S 1
25. P B 3
26. Q R 4 (d)
27. Q B 2
28. R S 2
29. P x P
30. R B 1
31. K B 1
32. P Q 4
33. P K 5
34. Q S 6
35. R K 1
36. S B 8
37. S x S
38. R C 2
39. R x R

12. K x B
13. Q S 4
14. P K B 4
15. Q C 4
16. Q x C
17. S Q 5
18. C B 4
19. S C 3
20. B x S
21. S x B
22. B B 6 (ch)
23. B S 7
24. B K 4
25. S Q 4
26. C S 4
27. P S 4
28. P x P
29. R B 1
30. P C 4
31. S C 3
32. B B 3
33. C B 6 (e)
34. R C 1
35. P x P
36. K K 2
37. R x S
38. C Q 3
39. and black resigns.

NOTES.

(a) Instead of taking pawn it would have been wiser to have developed the game.

(b) His eagerness to Castle causes black to lose the exchange

(c) The fight is now C versus Q. In some positions the C is the more powerful piece and in others the Q.

(d) Lost move.

(e) P C 5 cutting off the power of the Q is the correct reply.

GAME No. 4.

Played January, 22nd, 1889, between A. H. Robbins
and Ben. R. Foster.

White.

Black.

A. H. ROBBINS.

BEN. R. FOSTER.

1. S K B 3
2. P K S 3
3. P C 4
4. P Q 3
5. P K 4
6. B K 3
7. S Q B 3
8. C x B
9. B C 3
10. P C 5
11. P x P
12. P K 5

1. S K B 3
2. P K S 3
3. P C 4
4. B C 3
5. P Q S 3
6. B R 3
7. B x B
8. S Q B 3
9. P Q R 4
10. P K 4
11. S x P
12. C K 3

13. S Q 5
14. P x P
15. Castles
16. B x S
17. R x B
18. C x S
19. C K R 6
20. C R 5
21. B C 7
22. B x C
23. S x R
24. S B 3
25. Q S 4
26. K S 2
27. R C
28. Q x Q B P
29. R C 2
30. P Q B 3
31. P Q 4
32. K S
33. Q S 4
34. Q C 3
35. Q x S P
36. K S 2
37. Q B 6
38. R C 8 (ch)
39. Q C 3
40. S C 2

13. C K 2
14. S x P
15. S x S
16. Castles (a)
17. R x R
18. R K 3
19. P K B 3 (b)
20. R K 5
21. R x C
22. Q x B
23. Q K R 6
24. Q x P
25. K B 2
26. Q R 3
27. R K S
28. Q Q 8 (ch)
29. Q Q S 6
30. Q Q 4
31. Q Q 5 (ch)
32. R K
33. R K 2
34. Q x R P
35. R K 9 ch
36. R K 2
37. R K 4
38. K R 3
39. Q x P (ch)
40. Q S 4

- 41. Q C 4 (ch)
- 42. S S 4
- 43. K C 2
- 44. K S
- 45. Q C
- 46. K x Q
- 47. R x P
- 48. P Q 5
- 49. R Q R 8
- 50. S C 2
- 51. P Q 6
- 52. K S 2
- 53. P Q 7
- 54. P Q 8
- 55. P Q 9 (Q) (c)
- 56. R x P
- 57. K B 3
- 58. S S 4
- 59. R R 6
- 60. K B 4
- 61. S x P (d)
- 62. R x P (ch)
- 63. R C 6
- 64. K R 3
- 65. P B 3
- 66. P B 4
- 67. K B 3
- 68. K S 4

- 41. R B 4
- 42. Q S 3 (ch)
- 43. Q S 8 (ch)
- 44. Q S 9 (ch)
- 45. Q x Q
- 46. R Q B 4
- 47. R x P
- 48. P R 5
- 49. R R 7
- 50. P R 6
- 51. R R 9 (ch)
- 52. R R 8
- 53. R Q 8
- 54. P R 7
- 55. R x Q
- 56. R Q 2
- 57. K B 2
- 58. P R 4
- 59. R K 2
- 60. P B 4
- 61. P x S
- 62. K R 3
- 63. R K B 2 (ch)
- 64. R Q R 2
- 65. R R 9
- 66. R K R 9 (ch)
- 67. R Q R 9
- 68. K B 3

69. K S 5
 70. R C 5
 71. P B 5
 72. K x P
 73. K S 4
 74. R S 5
 75. K B 4

69. R R 5 (ch)
 70. R R 4
 71. P x P
 72. R K B 4 (ch)
 73. R S 4 (ch)
 74. R Q R 4
 75. R R 9 (f)

Drawn.

NOTES.

(a) This, of course, loses a piece and is therefore poor play, and all that black can hope for is a drawn game.

(b) Q K is preferable.

(c) The best.

(d) An unnecessary sacrifice; a little patience would enable white to win by superiority of force.

(f) The game shows the effect of the enlarged board, giving the weaker side a better chance to draw.

GAME No. 5.

Played at the rooms of the St. Louis Chess, Checker and Whist Club, Feb. 1st, 1889, between the Author and Mr. N.

White.

BEN. R. FOSTER.

1. P C 4.
 2. S K B 3
 3. P K S 3

Black.

MR. N.

1. P C 4
 2. P K 3
 3. S Q B 3

4. B S 2
5. C C 3 (*a*)
6. C B 4
7. P Q S 3
8. B S 2
9. P K 3
10. C B 5
11. C x P mate

4. P K R 4
5. B R 2
6. P B 3
7. K S K 2
8. S S 3
9. P K 4
10. P Q 3 (*b*)

NOTES.

(*a*) In Chancellor Chess it is never best, as a rule, to bring out the C early in the game, just as it is not good play to develop the Q in the first part of the present game.

(*b*) Black endeavoring to save C P assists white to spring a beautiful mate upon him.

SOLUTIONS.

Only the key move is given in the solutions of the problems, with the exception of No. 20 of additional problems, the solution of which is somewhat intricate and is published in full. It is expected that the solver, in order to appreciate and enjoy the problems, will work out all the variations from the beginning. The letter S is used instead of Kt.

TOURNEY PROBLEMS.

- | | |
|----------------|----------------|
| 1. S B 5 | 13. C B 5 |
| 2. K K 2 | 15. K B 5 |
| 3. C K 4 | 16. Q K 5 (ch) |
| 4. B S 5 | 18. Q S 3 |
| 5. B K S 6 | 20. C K 7 |
| 6. C K S 6 | 21. B R 4 |
| 7. C K B 4 | 22. P B 3 |
| 8. S K 2 | 23. C K 4 |
| 9. B Q 6 | 24. Q S 4 |
| 10. C S 3 | 25. C Q 4 |
| 11. B S 2 | 26. C K 3 |
| 12. C x P (ch) | |

ADDITIONAL PROBLEMS.

- | | |
|----------------------------------|----------------|
| 1. C Q 7 | 11. C S 7 |
| 2. B Q 5 (ch) | 12. K K 3 |
| 3. R K 3 | 13. C K 3 |
| 4. B B 3 | 14. C B 2 |
| 5. C K 3 | 15. C B 3 |
| 6. R S 6 | 16. S R 3 |
| 7. Q K 4 | 17. P S 5 |
| 8. C K 5 | 18. C B 7 |
| 9. C B 5 | 19. C R 3 (ch) |
| 10. C B 8 (ch) and Q R 3 (ch) | 20. |

- | | |
|----------------------|----------|
| 1. P B 8 (C) | 1. K K 4 |
| 2. C Q B 4 (ch) | 2. K Q 4 |
| 3. C (B8) K B + mate | |

- | | |
|----------------------|----------|
| 1. | 1. K K 5 |
| 2. C Q B 4 (ch) | 2. K Q 6 |
| 3. C (B8) K B 4 mate | |

- | | |
|--------------------|----------|
| 1. | 1. K Q 3 |
| 2. C Q B 4 (ch) | 2. K K 2 |
| 3. C (B4) B 8 mate | |

- | | | |
|----|-----------------|----------|
| 1. | | 1. K Q 5 |
| 2. | C K 6 (ch) | 2. K B 6 |
| 3. | C (K6) K 2 mate | |

- | | | |
|----|-----------------|----------|
| 2. | | 2. K Q 4 |
| 3. | C (S2) S 6 mate | |

- | | | |
|----|-----------------|----------|
| 1. | | 1. K B 3 |
| 2. | C (S2) K 6 (ch) | 2. K Q 2 |
| 3. | C S 6 mate | |

- | | | |
|----|------------|----------|
| 1. | | 1. K B 4 |
| 2. | C Q 7 (ch) | 2. K B 3 |
| 2. | Q S 6 mate | |

CONCLUSION.

Finally we desire to say that we have given to the world as briefly as possible the benefit of the ideas that have been suggested to us in studying the game of chess, and we feel confident that they will be appreciated by all chess players who are not biased by pre-conceived notions. If our efforts have tended toward affording a little pleasure to any worshipper at the shrine of Caissa, we are sufficiently rewarded for the pains that have been taken, and the expense that has been incurred in putting before the public, this little volume, and nothing could be more appropriate to close it with, than the sensible remarks of the profound chess analyst, G. Reichhelm, chess editor of the *Philadelphia Times*. ‘‘The new piece deserves a respectful hearing; if it’s found to be heavy, it’ll sink, if it wears well, it’ll stay.





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